

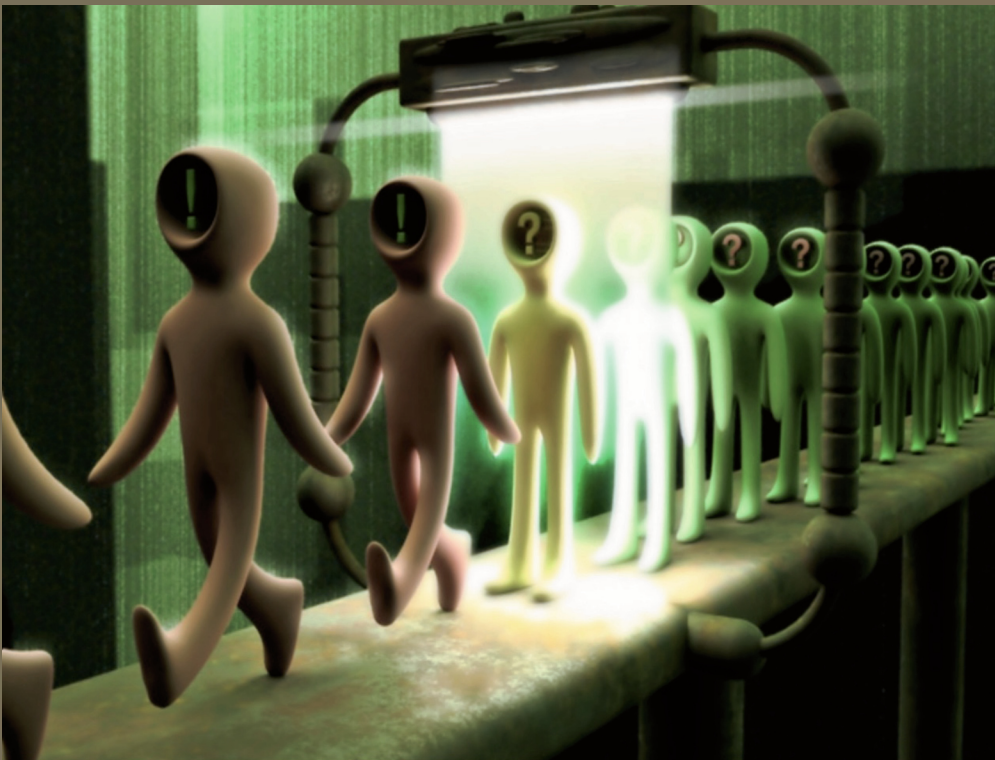
# ITS ART

## Metin Seven

In our last issue we'd interviewed Metin Seven from comic house. With Metin we'd spoken about the software evolution. In our last issue we interviewed Metin Seven from comic house. With Metin we spoke about the software evolution and how it had influenced his graphic perception. It's with a great pleasure we met Metin again to speak about his more recent work in his political engagement.

IT'S ART: In the last IT's art issue we spoke about your evolution from 2d art to 3d. Can you tell us a little more about the 3d tools you've used?

Metin Seven: I started with Dr. Eric Graham's Sculpt 3D on the Amiga. It was the first piece of 3D software that became well-known on the Amiga computer. That must have been around 1988 or so. As I was still mainly into 2D graphics in those days, I skipped the next program called Turbo Silver (which introduced the bucket rendering method) and returned to 3D when Imagine came out, which was the sequel to Turbo Silver. Not long after that I moved over to



the PC in 1997, and after using Imagine for MS-DOS for a short while I moved over to the newly introduced 3D Studio Max, which was created by the same guy that created my favorite Amiga pixel program Deluxe Paint.

I.A.: What do you like in 3d tools?

M.S.: I love the fact that you can leave a correct perspective, lighting, reflections, shadow casting, etc. up to the render. You can focus on a good concept, a good viewpoint, colors, composition, materials allowing a creative workflow. In 3ds Max I specifically love the modifier stack approach, enabling you to flexibly "program with graphics", as I like to call it.

3D takes some more preparation time in terms of modeling, but when 3D preparation is finished it is much more flexible when it comes to adjustments. You can turn around your

# ILLUSTRATION

creation as if you're a cameraman and change lighting. This is not possible in 2D.

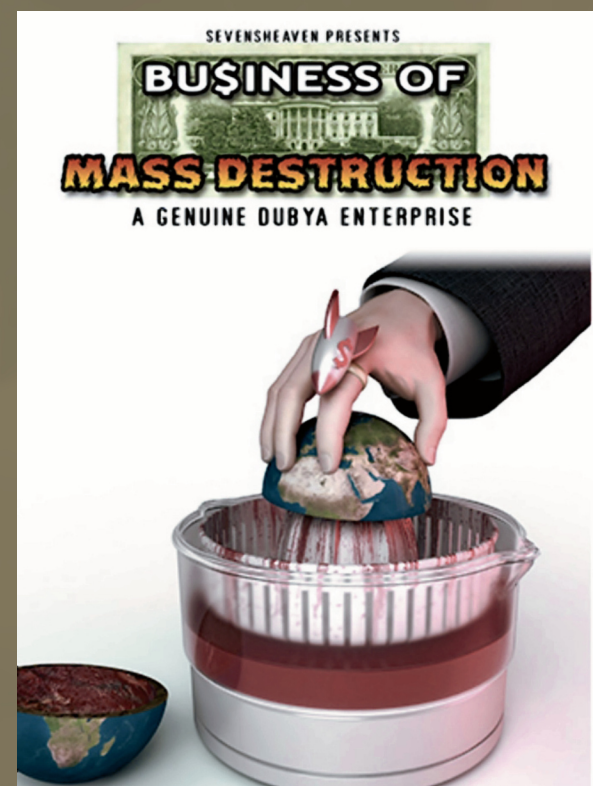


I.A.: Some of your work has a really strong political message, can you speak a little more about this work?

M.S.: I like to convey a message with my work. Usually this is suggested by a fictitious story, but I also like to illustrate my view upon the things that happen in our world. I am especially involved with the increasing right-wing dominance of the U.S., led by the personal motives of the complacent and egocentric George W. Bush. So when he decided to continue his daddy's destructive work in Iraq I just had to create a few cartoons about that.

I.A.: What do you think of the power of illustration in our society? (It's a hot subject :-)

M.S.: Since the Danish cartoon riots this has definitely become a hot subject indeed. It proves that illustrations and





cartoons can evoke powerful emotions, but I do think that people should see it in the right perspective and not take it too seriously. Cartoons are usually meant to revitalize. I think a lot of people take things too seriously in this world. All the anger and violence caused by a couple of cartoons is not good. If you dislike the opinion of a cartoonist, then go and create a cartoon about it yourself, instead of resorting to violence.

I.A.: Do you think the freedom offered by 3d / 2d tools can help to express political ideas? In what ways?

M.S.: I think any medium lends itself to express your ideas, whether it concerns political messages or not. 3D is a flexible medium, but 2D is usually faster in terms of creation, so both techniques have their advantages and disadvantages. It all depends on what the artist likes most.

I.A.: What's the most important for you when you decide to illustrate a political event?



M.S.: My personal feelings about that event are most important to me. It's those feelings that give me the urge to illustrate about an event, inspire me to come up with a nice illustration concept and motivate me to establish a piece of work that leaves an impression.

I.A.: You recently did a 3d picture illustrating the Sony Drm story or the Google censorship. Do you think the internet is becoming more and more political?

M.S.: I think internet is one of the best inventions the world has ever seen. I call it the perfect incarnation of communism. Communism is an interesting concept in theory, but it is far from perfect in practice. Internet is a borderless medium. People from all countries meet and communicate, without



being judged because of their skin color, their nationality or anything else that doesn't matter. Everyone is equal on the internet. It's the people's words and works that speak for them that give them an identity, instead of their appearance. I think that's fantastic.

Regarding your question I think the mass communication nature of internet is also a perfect medium for political statements. After I had created a couple of anti-Bush cartoons, the cartoons were adopted by several anti-Bush websites, so a lot of people have probably seen my cartoon-shaped messages. That makes the internet a really powerful medium.

I.A.: Do you think illustrations can inform people?

M.S.: I think illustration is a great way to clarify any matter, because it makes use of a universal visual language. Someone in China can understand an illustration just as well as someone in Brazil. That's quite powerful.

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